MILE HIGH ATARI MAGAZINE

AUGUST ISSUE

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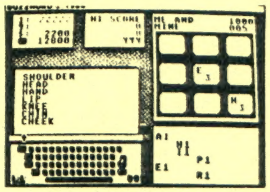
An exciting new BUZZWORD —THAT'S FUN!

Panak strikes! By Steve Panak

Buzzword
by Paul Granchelli
THE BUZZWORD GAME CO., INC.
P.O. Box 440747
Aurora, CO 80044
48K Disk $39.95

Because of my *occasional* ruthless nature, games aren't always voluntarily made available for my reviews. Fortunately for consumers, I can root most of these out, and sometimes the search itself has the beneficial side effect of increasing the intensity of my scrutiny.

This month, I received a game with a letter expressing trepidation at the prospect of allowing me to sink my fangs into it. It's a trivia game, **Buzzword**. If the manufacturers knew how much I hate trivia games, they'd never have sent it. That would have been a crime, since I would never have obtained it myself—despite my prejudice, I must give it a thumbs-up.



Buzzword/ATARI ST Screen

The game is less a trivia game than a computerization of the old TV game show *Family Feud*. Given a category, one or two players try to guess words formed from letters displayed in a distribution pool. Additional clues are possible, such as the first letter of a word and/or the number of letters in the word. The three difficulty levels force you to guess at everything from common words to obscure slang, and one or two persons or teams may play at a time.

Supplementing the game are cards similar to those of trivia games. Those give a more complete description of the category, such as "No Nutrition" (things, other than food, that people put in their mouths). We especially enjoyed the category "Buzzword Connection," featuring words with a given prefix. This was often difficult, since the prefix *sea* might contain the words *seahorse* and *search*.

The object of the game is to guess words, earn points and win with the highest score. A pot builds, and there's a bonus round—familiar scoring fixtures from game shows. Do you try to guess just one more word—and risk missing, giving the pot to your opponent—or should you pass and collect a slightly smaller pot? Like most great games, there are more than enough opportunities for strategy.

The screen is set up nicely, with clues and letter distribution displayed on the right, and scoring data on the upper left of the screen. The bottom left contains an animated typewriter, on which guessed words are printed. While the display may not have the highest quality graphics I've ever seen, it *is* legible—and, in a word game, that's very important. All control is through the keyboard; your team's best typist should input the answers. After typing in the card number, clues (if any) are displayed, and you begin guessing words.

As for difficulty—the game is tough. There are enough words in each category to keep it interesting for quite a few plays. The introductory package contains 200 cards. If the game is a success, I'm sure more will be issued. And the game will be a success—if enough people talk about it. **Buzzword** is a fun game, and a good vocabulary-building tool.

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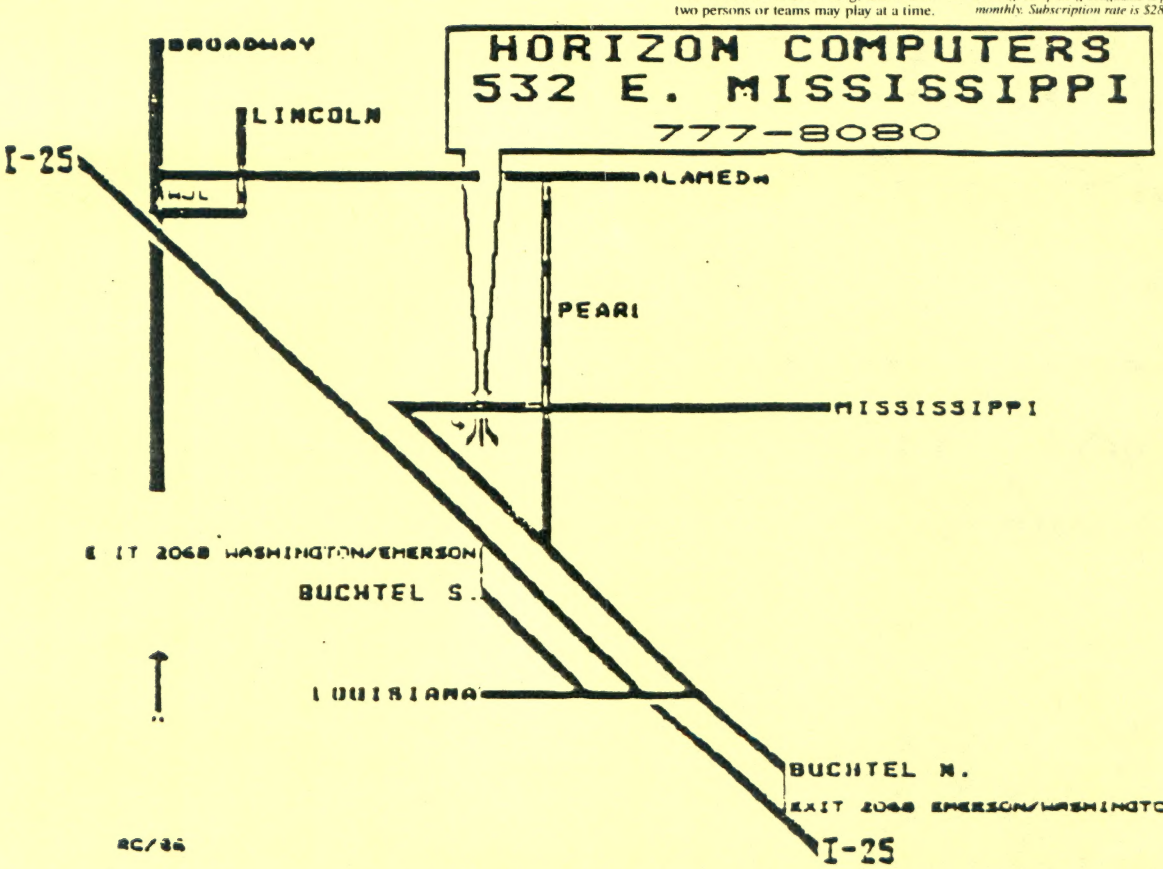

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ATARI CLUB OF DENVER

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NEWSLETTER EDITOR	TOM IOWA	795-9712

****

CLUB MEETING

The Atari Club of Denver meeting is held on the first Tuesday of the month at the Aurora Public Library, located at 14949 E. Alameda at 7:00 p.m.

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ATARI COMPUTER CLUB OF DENVER is an independent computer club and user group not connected with the Atari Corporation or any other commercial organization. This is a non-profit organization strictly for the support of Atari computer users by Atari computer users. Use of the name ATARI or any other trademark is only for reference to that product.

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The MILE HIGH ATARI MAGAZINE is the official newsletter of STARFLEET ATARI USER GROUP and is published monthly in cooperation with the ATARI CLUB OF DENVER. Original material in the MILE HIGH ATARI MAGAZINE may be reprinted, provided that MILE HIGH ATARI MAGAZINE and the author, if known, are given. Material from other clubs may not be reprinted without their permission.

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STIG

The ST INTEREST GROUP meets at the Hampden Library at 9755 E. Girard Ave at 7:00 p.m. on the third Tuesday of the month. Contact Ed Fason for more information at 371-6614.

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A NEW WRITE PROTECT DEVICE

How often have you accidentally erased or written over valuable data or formatted the wrong disk because you neglected to reattach the sticky little write/protect tab that you got with your box of 5 1/4" disks? If you're llike us, the answer is,"TOO OFTEN!". But it wasn't until we accidentally formatted a disk with valuable programs on it,a disk that took weeks to recreate because we had no backup (of course), that we resolved to do something about it. Our answer was the DisKey (TM). It's a relatively simple device (patent pending) that is inserted into the left side of the disk drive opening, above the floppy disk. It's a safe and easy solution to protecting data and because it's so easy to use, we tend to use it more often. During development of the DisKey, we produced several prototype designs, including one that works especially well with Atari 1050's. Our final design, the one that will be sold in retail stores for $3.49, is different in that it fits most brands of 5 1/4" disk drives (not just Atari's). However, we'd like to see our initial prototypes put to good use, so for as long as they last, we'll give them away on a first come,first served basis to Atari users for $1.00 shipping and handling. Take advantage of this special offer, as our supply is limited. Send your check or money order to:

CroResearch
100 Meadow Court
P.O. Box 129
Lyons,Co 80540

Don't forget to tell them where you found out about this outstanding offer.

STARFLEET ATARI USER GROUP

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NEWSLETTER EDITOR	DAVE LLOYD	457-0320

The Officers/Directors meeting is held on the Monday preceding each regular meeting at Denny's Restaurant, 3600 Fox St. (north end of 23rd St. viaduct) at 7:00 pm.

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CLUB MEETING

STARFLEET meets on the 2nd Friday of the month at Pomona High School, 8101 Pomona Drive, just west of 82nd and Wadsworth at 7:00 p.m.

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STARFLEET ATARI USER GROUP is an independent computer club and user group not connected with the Atari Corporation or any other commercial organization. This is a non-profit organization strictly for the support of Atari computer users by computer users. Use of the name ATARI or any other trademark is only for reference to that product.

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PICNIC WITHOUT THE PRICE

Sunday, August 23 has been set as the day for the 1st Annual Atarian Picnic. It is scheduled to run from 10 am to 5pm with the barbeque at noon. It will take place at Rotella Park in Adams County. To get there: 1) Drive north on I-25 to the 84th Ave Exit; go right (east) to Washington St. then right (south) to Coronado Parkway. Turn left (east) and proceed almost to York St., you will see the park on your right (south). OR 2) Drive northwest on I-270 to the York Street exit, go right (north) 3 miles to Coronado Parkway then left (west) to the Park.

All Atarians of both clubs are invited as well as their immediate families. The clubs will provide the burgers, dogs, and buns; you are asked to bring a side dish to share. Condiment trays would count as a side dish. You are also asked to bring your own favorite beverage (beer, pop, tea, etc;) please no bottles.

Activities and games are planned; hopefully enough members of each club will attend to organize the 1st Annual Volleyball Showdown.

Guy McDaniel will have a sign-up sheet at each of the August meetings; please sign up with a count of how many mouths you will be bringing as well as what dish you will bring. This will allow us to know how much meat to buy. We will provide plates, cutlery, and napkins as well.

See you there!

POTLUCK WITHOUT THE PRICE

T I D B I T By Dave Lloyd Ed.

This months TidBit is going to be a little different. Due to the Great Weather, an ST program called PC-Ditto, and a fast approching deadline , we will be featuring Press Releases from Neil Harris, and other assorted TidBit's provided from ModemLand.

EPYX...ARE THEY LISTENING?

Rumors abound on reasons why Epyx has practically refused to support the 8-bit line of Ataris. However, the folks at Epyx seem to be waking up to our cries. Apparently, many Atari users have mailed in letters to Epyx requesting (or maybe even demanding?) them to release several of their most popular titles such as "Destroyer", "Summer Games II", "Winter Games", "World Games", and "Championship Wrestling". Keep those letters coming!!

Send all requests/demands to:

EPYX, INC. 600 GALVESTON DRIVE REDWOOD CITY, CA 94063

BLACK PATCH GOES THE DEEP 6

It's official, and it has been official for a few weeks now. Black Patch Systems, a mail-order Atari hardware/software house has been declaired bankrupt by its owners. The Better Business Bureau claims to have hadmany reports from angry computer owners, many of them claiming to have placed an order that was never filled and no refund given. The BBB suggests filing a complaint quickly, if you have had similar problems with this company. NEW ATARI DISK DRIVE

Atari has announced at a recent CES show the arrival of an upcoming Atari 5.25" disk drive (actually a redesigned and enhanced 1050). The new drive will be double sided, double density, and will operate about twice as fast as the soon-to-be-discontinued Atari 1050. The new drive will be smaller than the 1050 (between the size of the 1050 and an Indus GT) and will match the color and styling of the Atari 130XE computer.

The DOS for this drive will be written by OSS, Inc., who have had a long lasting relationship with Atari disk drives and disk operating systems. The new DOS (named "A-DOS", for - what else? - Atari DOS) was originally designed to run with the now defunct 3.5" Atari 8-bit drive. The DOS is nearly complete, but the rive will take a little more time to finish. An Atari contact says the drive about 60% finished, and after testing is complete Atari should have the drive ready to ship "around late Summer to late Fall".

ANSWERS FROM ATARI

Here are some often asked questions, and their answers about Atari products courtesy of Neil Harris of the Atari Corporation.. (6/10/87)

Q: When will the new products be shipping?

A: The XEP-80 and the SX212 (80-column for 8-bit and the new modem, respectively) will begin manufacturing any moment now for delivery around the end of June. The Mega ST 2 and Mega ST 4 are already on the way to Europe and are scheduled for North American delivery in early July. The Atari PC is also due in early July.

Q: What about the blitter chip upgrade?

A: It should be available for current ST owners around September. It will cost around $120. The final form of the upgrade is not yet set --it may involve a board swap rather than an add-on.

Q: What about PC emulators for the ST?

A: Both Atari's own software emulator and one called PC-Ditto should be released during the summer. A hardware emulator is still in the works for later on.

Q: When will new ROMs be available for the ST and what changes are included?

A: The ROMs are done and have gone into production. Availability as a separate item may take a while, though -- we need ROMs for the Mega ST. These ROMs support the hardware blitter (optional) and fix some TOS problems, like the infamous underline bug and the RS232 handshaking. Parts of the system have been sped up, like character output. A list of exact changes will be posted shortly.

Q: What's happening with the 8-bit emulator?

A: The author finally agreed to release the source code to the public domain, so Atari will allow him to distribute it along with our ROM code. Now we want to see you hackers out there work to speed it up -- at the moment it is only 1/4 the speed of an 8-bit.

Q: What else is new at Atari?

A: On the business side things are great. We just announced a 2-for-1 stock split, effective next week. New TV commercials have been produced for the ST (yay!) and the video games. We are also working on campaigns to support MIDI music and desktop publishing.

ATARI MEGA ST RELEASE IS IMMINENT

An Atari executive has reacted to rumors that Atari's Mega ST would not be ready until September. Atari users have been hearing rumors that the new machine would be delayed until September. The reason usually supplied was that the SLM804 laser printer was having production problems and Atari wouldn't release the MEGA without the printer.

Neil Harris, Director of Marketing Communications at Atari, says that the release of the Mega ST is "imminent." Although Harris didn't comment on the laser printer's supposed

problems, he did say that Atari saw "no reason to wait on the laser printers to get the Megas out the door." He also said that the SLM804 (laser printer) will be ready well in advance of September. --James Moran

ATARI TO SELL COMPUTERS THROUGH MUSIC STORES

Atari Corp. has announced it plans to sell 520ST and 1040ST personal computers through US music stores.
According to J.J. Brown, vice president and general manager of Atari's US operations, the company will start signing up music dealers this weekend at the International Music and Sound Expo in Chicago. The trade show is sponsored by the National Association of Music Merchants (NAMM).

"It's a natural fit for Atari," said Brown. "Music stores already sell music software, and the ST is rapidly becoming the computer of choice for musicians because of its low price and high performance. Another reason is that it is the only personal computer with a built-in MIDI (musical instrument digital interface). Musicians can use an ST immediately; there's no need to buy a MIDI interface board." --John Edwards

MINDSCAPE TO PUBLISH ATARI'S
STAND-ALONE ARCADE GAMES FOR HOME

(June 13) Mindscape Inc. has signed an exclusive agreement with Atari Games Corp. to publish home computer versions of the Milpitas, Calif., company's stand-alone video games that now usually are found in coin arcades. According to a statement from the Northbrook, Ill., software publisher, first in the line-up of new titles will be Atari's Paperboy and Gauntlet games. Then, over the next few years, Mindscape expects to publish Road Runner, Road Blasters, Gauntlet II and others in home computer formats. "There are tremendous growth opportunities in the retail versions of coin-op games," says Mindscape President/CEO Roger Buoy. "We look forward to working with Atari because, with their consistently high-quality products and keen perception of the market, they are far and away the best company with which to be associated." --Charles Bowen

ATARI TO BEGIN SHIPMENTS OF NEW XE
GAME SYSTEM BUNDLED WITH 3 GAMES

CHICAGO, May 30, 1987 -- Atari Corporation will include three popular cartridge games at no additional cost when it begins shipping the new XE video game system in July.

Games bundled with the XE game system are the top-selling hit Flight Simulator II, from SubLogic; the Atari classic, Missile Command; and Blast 'Em, a shooting game being specially developed for the XE. The new game system is being demonstrated in Atari's booth (6540) at the Summer Consumer Electronics Show starting today at McCormick Place.

"The XE is the ultimate game system for the serious game player," said Michael Katz, executive vice president for marketing and entertainment electronics. "It has more features and power than any other game system, and we're including $80 worth of free games with every system. No other game maker is offering anything close to it."

The XE game system features a console with 64 kilobytes of memory, an attachable game-playing keyboard, video gun, and a Joystick.

Its memory, equivalent to an 8-bit computer, is the largest in any game system. That gives it superior graphics, dramatic animation and realistic sound, and the power to run advanced computer games, Katz noted.

The cartridge for the XE game system can store over 256 Kilobytes of program, which is twice as great as any other comparable system, Katz added. Atari is also selling a disk drive for players who prefer desk-based software.

The attachable keyboard and video gun make it easy to play hundreds of sophisticated games such as Flight Simulator II, which requires keyboard interaction. The target gun is attached to the console to electronically "shoot" at images on a TV or monitor.

The XE can play more games than any comparable system, and the library grows steadily as Atari converts disk games to cartridges, Katz said. The XE game system can play games written for the Atari XE and XL computer systems.

The XE, which complements Atari's popular 2600 and 7800 video game systems, carries a suggested retail price of around $150.

Atari Corporation is a leading manufacturer and marketer of personal computers, video game systems, a broad line of peripherals and a growing library of computer and video game software. Atari Corporation is located at 496 Borregas Ave., Sunnyvale, CA 94086. Telephone: (408) 745-2000. Atari's stock is listed on the American Stock Exchange and trades under the ticker symbol ATC.

ATARI ANNOUNCES 40 NEW GAMES AND LICENSING AGREEMENTS
WITH COMPUTER GAME AND ARCADE COMPANIES

CHICAGO, May 30, 1987 -- Atari Corporation will preview new video game cartridges at the Summer Consumer Electronics Show being held at McCormick Place this week.

Among the 40 new games announced are 16 games for the 2600, 10 games for the 7800, and 14 game cartridges for the new XE game system, said Mike Katz, executive vice president for marketing and entertainment electronics.

The new titles for the 2600 include boxing, baseball, football and shooting games as well as translations from arcade games.

Atari has licensed Cross Bow, a hit coin-operated shooting game from Exidy; the arcade classics Donkey Kong and Donkey Kong, Jr. from Nintendo; Mouse Trap and Venture from Exidy; and Qbert from JVW.

In addition, new titles for the 2600 are being offered by Activision, Epyx and Absolute Entertainment Inc. Activision announced Kung Fu Master and Commando; Epyx announced Summer Games and Winter Games; and Absolute Entertainment will be introducing wrestling and skateboarding games.

Games for the 7800, released or about to be released by Atari, include Desert Falcon, Choplifter and Karateka by Broderbund; Touchdown Football, One-on-One Basketball and Sky Fox by Electronic Arts; Summer Games, Winter Games and Impossible Mission by Epyx; and Hat Trick by Bally Sente.

Atari's new XE video game system, which can play games for the XE and XL computers, has hundreds of games that are playable on cartridge or disk format. Atari is currently converting some of the most popular disk-based games to cartridge so they can be played on the XE game system without a disk drive. The XE game system cartridge allows over 256 kilobytes of program to play on the game machine. "This is twice as much memory as offered by our competitors," Katz noted.

Atari has licensed cartridge versions of Hardball and Fight Night from Accolade; Touchdown Football, One-on-One Basketball and Archon from Electronic Arts; Ballblazer and Rescue From Fractalus from Lucas Film Games; Lode Runner, Blue Max and Midnight Magic from Broderbund; and Crowsbow from Exidy.

Atari's own new cartridge games for the XE game system will include Food Fight, Battle Zone, Star Raiders II and two new shooting games.

The top-selling game Flight Simulator II, Missile Command and Blast 'Em, a new shooting game, will be offered free with the system.

Chatsworth, CA -- June 25, 1987. IntelliCreations, Inc. today announced the upcoming release of new formats for a number of existing products.

Following the June release of Video Title Shop for the Commodore 64/128, the Atari and Apple versions will be on the market in July. Video Title Shop is a computer + VCR utility that allows the user to create text and graphics screens for use with recordings of all kinds - family occasions, holidays, school and business. The first supplemental disk, Graphics Companion I, will be released simultaneously with each system release of Video Title Shop.

Alternate Reality - The Dungeon for the Commodore 64/128, which was released in early June, will be available for the Atari XL/XE and Apple II systems in July. The Dungeon, a sequel to The City, can be played with a character created in The City, or with a new character entering the mysterious world populated by beings beyond description.

Alternate Reality - The City, which has been available for the Commodore 64/128, Atari, Atari ST and Apple systems, will be released for the Macintosh in June and the IBM PC in August. A Survival Handbook for players of The City was shipped in May and is available at a suggested retail price of $9.95.

New product releases for the second half of 1987 include:

Tomahawk, a helicopter simulation in which the player gets to pilot the Apache helicopter flown by the U.S. Army -- a machine designed to fly at speeds in excess of 200 mph, and whose sole task is to seek out and destroy anything that gets in its way. The player can select combat or training missions at four pilot-rating levels in a 3-D real world display. Features include offensive and defensive flight maneuvers; ground attack and air-to-air interception, day and night vision systems, and instruments only flying. Tomahawk will be released in August for the Atari and Commodore computers at a suggested retail price of $34.95.

Force 7, an action/adventure game in which the player is the commander of a special forces unit sent to the planet Karis to rescue the humans at an Energy Fabrication plant which has been overrun by aliens. One space suit has survived the journey, so you can only teleport one crew member at a time to the planet's surface to fight the invading aliens. Force 7 will be availabe for the Commodore in August, and the Atari and Apple systems in September at a suggested retail price of $19.95.

Additions to the war strategy game series include Bismarck - The North Sea Chase, a battleship simulation in which the player can choose to command the Royal Navy or the dreaded German battleship that sunk H.M.S. Hood in 1941. This multi- level game gives the player the opportunity to use conventional battleship weapons or take to the air in a Fairey Swordfish torpedo plane via a cockpit-perfect flight simulator. Bismarck will be available for the Atari, Commodore and Apple in September at a suggested retail price of $34.95.

Tobruk - The Clash of Armour will be released in October for the Atari, Commodore and Apple at a suggested retail price of $34.95. This
tank simulation, war strategy game puts the player into the role of Rommel, head of the German Afrika Korps, in his attempt to defeat the British in North Africa and move into Egypt, thus destroying the Allies hold on the southern Mediterranean.

Dark Lord is an introductory graphics/text adventure in which the player has inherited his grandfather's house and all his possessions, including a journal that reveals the unbelievable discovery he claimed to have made. Dark Lord takes you into the Alterworld where you must destroy the evil wizard who has risen from his grave and enslaved the realm. Eighty screens of outstanding graphics, animation, original music, plus a self-running demo and a random relocation of objects option combine to make Dark Lord an exciting game that will be played over and over again.

Dark Lord will be available in August for the Apple and Commodore systems and will be priced at $19.95

AN ICD VISIT

...Tom and Gerry Visit ICD...

By Jerry Cross and Mike Lechkun

Oh well, Mike's lousy mouse joke at least got us in the door and to the receptionist. We entered an old textile factory on a bumpy road on the south side of Rockford, Illinois.

The building's reduced demands allowed it to house small, emerging buisnesses. This is where ICD resides.

After the aforementioned bout with the receptionist, we were greeted by Marilyn, one of the executive secretaries, and were shown the main office. This office house other secretaries, accounting and art departments, and programmers.

Sitting on a dresser in the middle of the room was a 520ST, Courier 2400 modem, disk and hard drives--in short, the ICD BBS. That's where the fun started! We were introduced to staff programmer Keith Ledbetter. Keith, of Express! fame, showed us his first products for his new employer. ICD Express! (we think that was the title) is an ST BBS program that will knock your socks off and send them across the room! It's really that good! The program is a mixture of features found on 850 BBS Express! and some of the major on-line services. Written in a language composed by Keith (also to be released as soon as it is documented), ICD Express is a callers dream, yet not a Sysop's nightmare. In the download section, a user can scan the list of available files, or view each filename followed by a brief description. Arc'ed files can be un-arc'ed on-line to view the separate files contained in the master file. The sysop may set a variety of flags restricting/allowing different privledges to individual users. Standard X-modem, CRCX-modem, and Y-modem are the protocols supported. "Kermit's batching allows some users to type in "*.*" and download everything, and I'm not too keen on that," said Keith. 32 message bases can be created, with a maximum of 250 messages each containing 4000 bytes of information. This will cost you over a meg of memory, but that's the breaks--get a Mega ST when they come out! Thread following, tagged messages, and a new on-line text editor makes this message area complete. I thought the suggested retail of $79.95 was reasonable, Jerry thought it a bit pricey. For ICD's first foray into the ST field, this seems an excellent product in the tradition that ICD has established.

After Mike got up off his knees in worship to Mr. Ledbetter, the tour moved on. Up an escalator and through a vacant machinery room we went. Marilyn left us in the capable hands of Brad, head of shipping/ handling and production. Stacks of untested, incompleted MIO devices were about the room. Each MIO is tested from 9 to 24 hours for reliability before packaging and shipping. This commitment to quality along with ICD's excellent consumer support has forced them to

expand three times within the warehouse. Surely a fourth expansion is eminant.

When Jerry complained of a lack of quality service on non-ICD equipment in his area, Brad rather matter-of- factly said "send it in to us - Tom (Harker, ICD's President) will look at it." ICD routinely assists with all installation of their products at reasonable fees. ICD installs Rambo's (memory upgrades), and US Doublers (1050 drive enhancements) for $30 and $15...they'll look at user's equipment as well when their own product checks OK. After being frisked for any free sample MIO's (just kidding), our tour had ended.

In spite of the grubby factory style surroundings, ICD is a company committed to dependability to all Atari owners. This is one book you can't judge by the cover!
Article courtesy of the CHAOS BBS

ZMAG HARDWARE REVIEW .....QUBIE'S MODEL MODEM.....

By:Alan Roseman

QUBIE' SUPER MODEM 1200 EXTERNAL 507 Calle San Pablo Camarillo, Ca. 93010 800-821-4479 Delivered Price $99.00

The QUBIE' SUPER 1200E is a standard size external modem (5"x9"), it's outer case is made of steel in a painted finish. It's face is a contrasting dark brown. The face of the QUBIE' SUPER 1200E displays a full array of informational LED's. HS-high speed, AA-auto answer, CD- carrier detected, OH-off hook, RD- receive data, SD-send data, TR- terminal ready, MR-modem ready. Immediately left of the LED's is a small slide open compartment which houses the 8 DIP switches making for easy access.

The rear of the QUBIE' SUPER 1200E offers you access to it's RS-232C port, an on off switch, speaker volume control, telephone and power input.

As you can probably tell from the description the QUBIE' SUPER 1200E is a very well equiped package. It has all the features we have come to appreciate in a top quality modem. Did I mention yet that it auto switches from 1200 to 300 baud on connect if necessary? Well it does that too.

The QUBIE' SUPER 1200E accepts all standard HAYES commands, I have used it on all local BBS's as well as the major pay to connect information services. It has performed in an error free fashion in every case.
The documentation is complete and easy to understand even for the novice. The QUBIE' SUPER 1200E comes as a bundled package with IBM software "PC TALK" making it a real bargain for big blue fans.
Delivery which is via UPS is free and takes appx. six days. For about six dollars they will ship express which cuts delivery to about three days.

You probably haven't heard of the QUBIE' Co. Well neither had I. I was put on to them by a friend who told me that QUBIE' doesn't advertise in the ATARI mags. They seem to stick with the PC related publications. That, I'm afraid, is a loss for both us and the QUBIE' Co.

When I ordered my modem I made a point of telling the salesperson that out in the world are may varied micro users, they would only help their own cause by addressing a wider selection of us.

When you are writing a product review and begin to sound like a shill for the product in question it sends out a clear message. This is a product which defies you to find fault. Whether you look at the price $99.00, or the product integrity.

I give QUBIE' SUPER 1200E my highest recommendation. This is an opportunity for computer users to get the best of both worlds. A great product at a great price.

That's it for another month, Whew, alot there. By the way the Entry's for the Newsletter Article Contest are not exactly coming in at a fast and furious pace, Yea, I know it's Summer and I don't want to sit down and write anything. Well, as previously stated, I CAN RELATE! But if I wasn't here right now doing this, You certainly wouldn't be reading it. GIVE A LITTLE!!!

This is IN YOUR DRIVE #7 by good ol' Chet

Well, we figured out which installment this was, and which last one was. Absolutely no one wrote with a guess as to which one the last installment was, which only goes to show that you get crummy responses if you offer crummy prizes. What can I say? I had no intention of giving away a prize blank disk with holes punched all over both sides. Really.

If Tommy hasn't mentioned it in his column (See the Atari Computer Club of Denver minutes), or if you haven't read it yet (shame on you), the AtClub's meeting this August (4 August, 7:30 pm, at the Aurora Library on Alemeda Street) will be held across the hall from our usual meeting room. It's Rooms 1A and 1B (connected). Come on down and enjoy the anarchy.

Speaking of anarchy, the folks up north at Starfleet (the Atari club which meets just north of here) have come up with the idea that all we Atarians get together for a picnic before the summer weather goes away. Sounded like a good idea, so I thought I'd mention it here. The idea is for volley ball, basketball, soccer, or some such games. We'll need some long, long, long, long, long, long, long extension cords to play these games on an Atari out in the middle of a park, however.

Shut up, Chester! Get on with the reviews!

********** ********** **********

One of the first things I look for in a software product is "How user-friendly is it?" I boot it up without even glancing at the documentation. If I can get a pretty good idea of the basics -- better yet, if I can actually make the darned thing work properly -- then it's a well-written program by an author who thought of the users of the program.

Such a program is MAGTRAK. MagTrak (which was previously known as the Antic Index before the rights reverted to the author) is a computerized index to, in this case, Antic magazine. By typing in a subject, or department, type, or even a phrase, the disk spins and spits out the information on your screen to help you locate which issue of Antic (and which page) those obscure articles appeared in. F'rinstance: you're ready to buy a good word processor. SELECT the Phrase Search function. Type "word processor" and every article which included the words "word processor" throughout (in this case) 1986. It'll tell you the issues and page numbers that these articles, reviews, or letters appear in and on.

Use of pop-up menus make this program a delightful ease to use. If only this was mouse-compatible, it'd be perfect. (And this program alone would justify the M-1 Mouse reviewed last issue.)

It's not available yet; you gots ta wait for it to appear. It also has no price at the moment. I'd rate this as a decent bargain at $5.00 -- but how much would YOUR time be worth if you put a price tag on typing a YEAR'S worth of data such as a MagTrak disk contains? To suggest your favorite price, to suggest which magazine(s) you'd like to see MagTrak index, and/or to request that MagTrak be released

-- quickly! -- the address is CroResearch, PO Box 129, Lyons CO 80540. The author is Tory Sebring, the guy with the hat. This is what we used to call "a clever hack."

From the same folks comes DisKey. If I've spelled that right, it's also not ready for distribution yet either, but will be soon. The price is unfixed yet, so you'll learn it when I do. It's a li'l key which you slip on top of your disk when you want to write-protect it. This means you don't have to pull it out of the drive and put a sticky tab on it. This is what we'd call a definite advantage.

However, it runs into a bit of trouble with some 1050 disk drives. This is no fault of the DisKey; this is the fault of Atari. I've rarely met two 1050s which were built alike. Most of the time, the DisKey slips right in with no trouble. Occasionally, you meet the odd 1050 which is too tight, and you hafta struggle to get that key in. And is it really THAT annoying to put a sticky tab over that write-protect notch? It's definitely that annoying to remove the sticky tab; perhaps that's where DisKey will find its customers.

DisKey may not be for everyone, but it performs its function admirably. Like many things, it will be a personal taste. And like many subjective products, this is something you'll have to actually use to see how you like it. Get thee to a computer store and do a test-run for yourself.

SORCERER is a product which is released, and we know the price. It runs $49.95 list price, and it's an InfoCom adventure. If you're familiar with InfoCom, that's all the information you need. If you're not familiar with InfoCom, let me introduce you.

Sorcerer is several years old, yet state of the art. InfoCom adventures are all-text, yet have the most memorable and pictorial scenes that computers have ever displayed. Of all adventure games for computers, none have touched the literary texture of InfoCom's games. Each adventure reads and feels like a detailed work of fiction --- and, after a short time, it even begins to feel real.

In Sorcerer, the story begins with a hellhound racing straight for your throat! You have ONE move

to do something. The tension never lets up from this point. You are cast as a sorcerer who got a seat on the Circle of Enchanters --- and the greatest enchanter of all has been possessed by the most dangerous evil spirit of all! Your mission, even if you choose to not accept it, is to FIND your mentor and then defeat the raging demon which is planning the end of your world.

You'll find all sorts of diversions within the world of Sorcerer. A carnival, with a wild roller coaster ride, provides as much arcade action as the greatest arcade games.

It's one of the tougher adventure games around, and when you complete this game (and you will; just be persistent, examine everything, and remain true to the concepts of good and righteous things) you will feel as if you have accomplished a Great Thing.

A literary work is considered a classic when it touches on timeless human themes, and when it makes you feel uplifted. InfoCom's adventures, especially Sorcerer, comes very close to the status of literary classic.

Some software producers feel that pictures must accompany ANY game, even an adventure. This is disputable; the success of graphic adventures is not disputable. Sierra On-Line, which developed the first graphic adventures, have improved their own genre with animated graphic adventures.

One of their latest, SPACE QUEST ($49.95), casts you as a real goof-off. The spaceship you're on has been invaded; everyone has been killed. You survived because you were hiding in a closet, sleeping, when you should have been on duty. Somehow, you're supposed to avoid the intruders (fat chance!), get to other worlds, and complete a mission -- a mission you have no concept of!

The graphics are quite nice. They look almost as good as the animation on Saturday mornings. (If you like the current animation on Saturday mornings.) The interaction is a little annoying -- you can't just say "GO OVER TO THE COMPUTER AND TURN IT ON," you have to maneuver the li'l guy with mouse, joystick, or arrow keys. Then you have to guess what you're supposed to type to activate the computer. (HINT: You have to LOOK at the monitor to do anything.) Though the colors, the movement, and the drawings make this more visual, the adventure really ends up quite limited -- and the interface is never as easy as just typing commands in.

Apple owners and IBM owners were gosh-wowed by these cartoon adventures. Now that they've been converted to the ST, we'll see if ST owners are that impressed. Most people who have owned Atari 8-bits will expect more from both graphics and adventures. Space Quest is actually pretty good....but it could never reach the status of classic.

Adventures, arcade games --- many are the ways which your Atari can entertain you. When these entertainments can actually teach you something, your Atari justifies its own expense.

MASTERTYPE, a mere $39.95, is the best typing instruction tool I have seen in my sixteen years as a typist and administrator. There are two phases: an introductory instruction program (14 or so levels of teaching) which will take someone who has never even seen a typewriter by the hand and teach them the keys and accuracy. This introductory program even becomes an improvement trainer for skilled typists once you hit the higher levels. A series of characters or words appears at the top of the screen. A keyboard appears at the bottom. A wizard appears between the two, and starts zapping the characters in rhythm with a metronome-like beat. At the bottom, fingers appear and type

the keys -- but only when YOU type the keys. If you type wrong, the wizard lets you know, and the action of the on-screen fingers will imprint the keyboard layout into your subconscious.

The second program is the MasterType game. In the center of the screen is your spaceship. At each of the four corners is either a series of home key characters (low level) or words (higher levels -- the higher the level, the bigger the words). The words begin to attack your ship, and the only way you can get rid of them is to TYPE them to death. That's right: the faster you type, the better you score, and the further away the invading words are. As an early reviewer said, "You learn to type or you die!"

I promised good ol' Roy Goldman that I'd critique DAISY DOT. Held off for awile, because it had some interesting bugs in it. Well, the bugs are just about gone now, so I can report that DAISY DOT is a bonafide necessity to all of us who don't have Near Letter Quality fonts in our dot matrix printers.

What Roy has here, is a program which will read ASCII files. This means you can't use control characters, underlining, italics, boldface, or any of those nice extras from your word processor. What you do get is the ability to print pages which look as good or better than any letter quality dot matrix printer on the market.

It's remarkably easy to use. The disk has instructions on it, but you'll probably be able to use Daisy Dot without even looking at the documentation. With all this going for it, you'd think there would be some problems.

Well, there are, but I think you'll agree that they're relatively minor. Of the fonts which I've seen so far (and more are being made all the time), only the Roman font resembles letter quality (I'd have preferred gothic or prestige elite); the others are mainly fancy fonts. And there's the previously-mentioned inability to use the control characters, so underlining etc. is right out.

But what he does have here is so useful and elegant that these minor complaints are just quibbles. Why, there's even an editor to create your own fonts (I may make those gothic and elite fonts yet!), and a friendly opening screen to make you feel at ease.

Most remarkable is that Roy has put Daisy Dot in the Public Domain. As always, it would be real nice (and a real incintive) to send him a few bucks to encourage further programming of this nature. His support to registered users has been better than professional. (Which means that I must send him some dollars as soon as the vacation debts are paid.)

If you enjoy reading reviews such as this, good guy Stan Swanson now publishes ATARI SOFTWARE GUIDE (seems it was named Atari News & Views previously). Fifteen or more pages of three column type, this zine is PACKED with opinion and data. For those of us with a tight budget, informed and well-written reviews are a godsend. Stan's able to take more time and room for each item than we can spare in the club newsletter, and he's able to analyze trends (such as his article is issue two about the tendency to bundle several programs from the past into one package) and include interviews of a decent size.

It's a mere $2.00 per issue or $8 for six issues. Single copies are on sale at Horizon Computers (this I know), and should be picked up by other computer shops in town, such as Computer Repeats and Computer Room. Try an issue, and avoid some of the turkey programs out there.

FARENHEIT 451 is another graphic adventure from the folks who gave us the Perry Mason adventure. Like the Perry Mason adventure, it reads better without the graphics (you can turn them off or just run it off the mono monitor). It's for the ST, though I still see no reason why it couldn't be translated to the 8-bit without any loss.

If you've never read the novel (Shame on you!) or seen the movie, this is a sequel to the story by Ray Bradbury. Montag (That's you, daring adventurer!) was once an enforcer of a repressive system which burns books and forces people to watch television. He/you rebelled in the novel, and have memorized a book. Books, the most dangerous thing in the world to dictatorships, survive in a unique manner this way. Each person in the underground has completely memorized one or more books. Montag's book was "Tales" by Edgar Allan Poe, for instance. By the end of the novel, a war had devastated at least one city, and the books returned to town to rebuild the people's spirit.

When this adventure opens, you learn that the dictatorship still exists, though the underground has certainly made inroads. You learn that a young girl, the one who taught you about books and freedom, did not die as you'd once believed, but is being held in New York. You have determined to rescue her.

The underground will help you, as will one contact named Ray (for Ray Bradbury, who aided in writing this adventure). You'll need all the help you can get, for there are wanted posters out on you, fascists and reactionaries out for you, and mechanical hellhounds after your blood.

Quibbles? You bet! I could gripe about the s-l-o-w parser, which --even if you turn off the graphics, loads everything from disk and waits for the picture to be drawn (which it isn't) every time you communicate with the program. The pictures are some of the nicest I've seen, and there's an interesting use of multiple screens. However, the richness of the text is betrayed by the drawings on the screen. The best graphics available for a computer adventure still aren't good enough to convey realistic impressions.

Otherwise, it's a tough adventure with enough challenge to hold you spellbound. There are hints available in the documentation; adventurers who wish a greater challenge can ignore them. For a striking game with very well-written dialouge and text, you could almost rate Farenheit with the best adventures from InfoCom.

A few other things remain to review, but will have to wait until next time. There's a PD adventure named CrownQuest which I'm just starting on now; I have a few other InfoCom adventures to try (always a good thing to do); I'd like to recommend some of the magazines out there and let you know that Family Computing is almost a waste; there's so much that is good happening for Atarians today that I can't afford the money or time to get them all and review them all. Having felt the pinch of a shortage of good things for Atari computers, this "too much of a good thing" is something I can suffer with.

----------Chet

Oasis BBS

"The Most Complete BBS
for the 8-bit ATARI today!"
by
The SysOp
TEKTRON BBS
A/C-918-835-5198

For all you folks out there that have never called an OASIS Bulletin Board System, you have really been missing alot!

Back in the "good ol' days" when you got your brand new "300" baud modem and called your local AMIS or other 8-bit system, you probably thought you were in some pretty tall cotton. At least I did. I mean really, here you were in the comfort of your own home, getting all this ATARI related information and programs that other Atari folks had written, at your leisure. The only problem was that even though the equipment was good enough, it never was fast enough to suit most of us. Hince 1200, 2400 and now 9600 baud modems. Therefore the software was always coming up with restrictions that had to be written around.

Today although 1200, 2400 and 9600 baud modems are not in everyone's home, they are quickly becoming very popular with the home computer scene. As baud rates increased so did the problems with making a BBS efficient enough to keep up with them.

Ralph Walden, Rich Renner and Leo Newman have come to our rescue with the OASIS BBS. The BBS is written in MAC/65, therefore once compiled the heart of OASIS is in machine language. Immediately you would think that a machine language program would be restrictive to customizing as a couple of its predecessors. WRONG! You can actually set an OASIS system up to look like an AMIS or just about any other BBS that you have seen. I am not going to "knock" any other BBS programs here but believe me, I have paid out lots of bucks for what was described to be as the "BEST" 8-bit BBS around just to end up formatting the disks that they came on.

As you will one day come to the reali-zation that you don't have to pay a ton of money to get a really excellent BBS program (OASIS is merely $15) you will be shocked to see how complete a system that OASIS is.

Okay now that I have got down off my soapbox I'll get on with the review!

Oasis is comprised of several files. At first one would think, "oh no, look at all this junk I have to edit!". Actually that is one of the finest points of the BBS. You have a machine language program that can be "personalized" to your own satisfaction without knowing any machine languages!

Briefly there are five type files you will be using:

.RES - Memory resident, loaded by the bbs at boot time.
.SUP - Disk resident (either on a diskette, hard disk or ramdisk.) used by the BBS as needed. .DAT - MESS.DAT is the "personality" file that lets you modify the appearance of the board. PASS.DAT is of course the password file like any other bbs.
.DA? - Message bases .TXT - Text or documentation files that you can have users access through the DATA base portions of the BBS.

The BBS will run on just about any kind of DOS, but most choose Sparta Dos for its sub-directories and usability with a hard disk. Using Sparta Dos will allow you to have a "batch" file that will set up the ramdisk and copy files to it at boot time so the BBS will run at ramdisk speed if desired. This is also a plus if you only have 1 disk drive.

If you are fortunate to have Sparta Dos and one of their R-8 clocks, all you need to do once the BBS is set up is slap all the disks in the drives and turn the computer on. When you are at the WAITRING screen you can remove the disks and replace them with either a blank formatted disk (for the upload drive) or use a disk full of files for downloading.

The OASIS system supports 8 message bases plus E-mail. Each message base can hold 99 messages and are automatically compacted when they max or you can set them to compact at a lower number. You can also have three data bases that can be set up with individual protocols. You can have a user press a letter or number from a data base to either have the information scrolled on the screen automatically or be prompted for type of protocol for the transfer.

As a SYSOP you can set your system up in any number of ways. You can have a GUEST function that allows a person on just to VISIT the BBS and look around. You can restrict him or allow him whatever privileges you wish. Or on the other hand you can LOCK a GUEST or visitor completely out of the system and have specified times that GUESTS or new users may be allowed on. If needed, you may even restrict the board to 1200-2400 baud callers. This may sound a little harsh for some, but it seems that in most cases of abuse to a BBS that the caller was at 300 baud. The only bad part about a 300 baud lockout is that you are locking out the "decent" 300 baud callers. It all boils down to, "It is YOUR system and YOU can do with it whatever you wish!"

The most important part about an OASIS BBS is "Ease of Use". Once a user has been on and looked around, he feels "at home". It is quick and easy to see any new messages on your return to an OASIS system. By pressing "*", you can see any new messages in all bases since your last visit. Once read, the flags are turned off. This makes it especially nice for the long distance caller saving him time looking through old messages to find the new ones.

Downloading from an OASIS is simple and you can do it in a number of ways depending upon how the BBS is set up. You can set up two separate menus if you wish to keep the confusion down. The 8-bit files can be selected from one menu and the 16-bit files selected from yet another menu. The menus can be designed from a DOS copy from screen command, or from a word processor such as TEXTPRO (if you tend to make typing errors like I do).

As in the data bases, the files menus (FDIRECM for the 8-bit & SDIRECM for the 16-bit) have a support file that will tell the bbs what to look for when an option from the menu is selected. This is especially nice even if you do not use subdirectories for file storage. Simple DOS parameters are used to search for files.

You as a Sysop have the option to create a more descriptive extension label for each file. You will notice on an OASIS system that when you are looking at files from one of the menues that you actually have more than just a filename to help you in identifying the type and language of the file. The Oasis as part of its bootup reads a file (EXT.RES) into memory to use to label the files depending on the first two digits of the file extension. That way when you see a file like RAMBUGII.OBJ you may actually see RAMBUGII OBJECT GAME or RAMBUGII ARC GAME to let you know you need to UNarc it and so on.

The primary download area would be the F iles area itself. A screen of files is viewd and if you desire to download one you press D then the corresponding number to the left of the filename. You may also download from a DATA BASE if the Sysop desires to set it up as such. Last but not least you may download from a message base or E-mail! (When I first saw that one I had to sit back and think a minute.) There isn't any BBS in the country that ever did that!(That I know of.) If a SYSOP had done some personal type work for someone he could leave the file out there and just leave a message to the person it is intended and he would be the only one that had access to it. Also it makes it super nice for a person to check at a glance ("*"new messages) to see if there has been a program added to the system without searching for it the "old fashioned way" through say 10-20-30 meg of storage. The Sysop can also explain the program or even give a brief review of it and give UPLOAD CREDIT because it is in a message. The user simply presses "Q" if he wishes to download it and like in all the transfers you are prompted as to the type of protocol you wish to use. As of this writing you have the option to use XMODEM, XMODEM-CRC, YMODEM & TEXT.

As most of you know, (providing you have a good data line) YMODEM will transfer data faster because it is sending 8 times the data in one block. As long as you don't have any retries on the data transfer you save checking the checksum 7 times. The only problem with YMODEM transfers is that there are few terminal programs for the 8-bit that support it. That brings us to yet another facet of the OASIS BBS.

A built in terminal program. I know, you are all saying "That's no big deal, any decent BBS has one of those!". Okay, maybe they do, but it is just another plus. It sure makes it handy for the guy that is running the BBS from his four floppy drives and dreads the thought of having to reboot the system.

If you are still pondering running a BBS on your trusty 8-bit or if you have been running an 8-bit BBS on anything other than an OASIS I would advise you to get one right away. Besides, someday if you are going to buy an ST you wouldn't want to tie it up with running a BBS all the time, keeping you from what you like best!

For your copy of the Oasis call:

HELP BBS (Leo Newman) 300/1200 Wichita, Kansas 316-683-7514

You'll be glad you did!

To order your Oasis BBS system send a Money Order for $15.00 to:

Leo Newman 3900 N Woodlawn #17 Chisholm Wichita, Ks. 67220

For a look at the Oasis in action locally call Skyline BBS (303-457-0320)

GAMES GAMES GAMES GAMES

by Bill Silverman

In the B.T. (Before Tramiel) years at Atari, way back when marketing was more important than sales, when Alan Alda was about the great Atari salesman Atari also contracted with LUCASFILMs LTD to produce a series of games for the XL/800 computers. Although the contract between Atari and Lucasfilm was terminated by the new Atari four games were produced and marketed by the company via EPYX software.

These four games were, in order of appearance, RESCUE ON FRACTALUS, BALLBLAZER, KORONUS RIFT, and THE EDILON. Although never given the credit they deserve these four games have set standards that will be hard for any program to exceed for animation, use of color, and overall play/challenge/fun.

Rescue on Fractalus was Lucafilm's first game for the Atari. It used fractal geometry to generate landscapes on a planet. The game is of the 'hide and seek' category. In this case the computer hides downed space fighter pilots and you have to find (rescue) them.

There are, of course, a variety of gun emplacements, fortresses and fighters that are determined to stop from flying around the planet and every now and then one of the aliens will try to sneak onto your craft when you land. The arcade aspects of this game are challenging at these levels. The number and accuracy of gun emplacements increase as you go higher and higher into the game. You must become a more accurate gunner and better pilot to match the improved skills of your computer adversary. This first Lucasfilm game is relatively straight forward search/rescue/destroy arcade style game. It has also proven itself to be bug free.

Ballblazer is a variation of pong. Two opponents face each other on the surface of a planet and try to place a ball in the other player's goal. You are placed inside a pod and must find the ball, your opponent, the opponent's goal, and your own goal. Your view of the game is through your pod's front window. The speed in this is furious. The checkerboard playfield adds depth and a sensation of speed to the game that few other action games approach. In addition to your opponent you also play against a clock. Time is on the side of the winner. For those gamers who like fast paced arcade type action this is your game. This game also introduced Lucasfilms continuous background music and sound effects which make the game that mush more enjoyable.

Koronis Rift had the most potential of these four games but suffers from score keeping and playfield bugs. The game concept is basically a treasure hunt within a planetary maze. You must use your smarts to equipment your land rover with the right equipment to defend yourself against the protectors of the planet. You must scavenge this equipment from the planets surface and come up with the right combination of shields, guns, sensors, cloaking devices, power generators and so on to fight patrol craft with changing characteristics. The clock plays an important role in this game. The longer you stay on the planets surface the easier it becomes for enemy craft to detect you. Levels in this game are called rifts and as in all mutli level games the higher up you go the harder it gets. A unique twist to this scenario in Koronis Rift is that you must find the equipment to survive in earlier rifts or you'll never make it to the top. (Humbly I admit I have never made anywhere near the top)

The graphics in this game are not the equal of the those in Rescue on Fractalus. On occasion the computer seems to lose it's grasp of the fractal mathematics that make hills and valleys realistic as you find yourself stuck in valley you can't get out of or going up a hill with no top.

On the whole, if you like games that mix reasure hunts, some arcade action and a modicum of planning you will enjoy this game immensely. There is also a significant amount of learning how to play by discovery. The manual gives you the general outline of the game and tells you how some of the devices work... just clues to a vary entertaining game that is marred by a couple of bugs.

The Eidolon is a maze masterpiece. It must have been the last game Lucafilms developed as it is the best of the lot, the most refined. Fractal mathematics is beautifully employed to generate well defined caverns, walls, and ceilings. The playfields are all exceptionally well done. As you travel around the various mazes in HG Wells facsimile time machine you look out your front window and must collect various power stones and jewels and defend yourself from the magical creatures that roam the caves. Your adventures on each level are limited by time and the energy your time craft has. The animation in the game is fantastic with all sorts of beast realistically coming to get you. The plot of the game is pure fantasy but 100% playable. While you can get through the lower levels of the game with a combination of luck and arcade skill you will need to figure things out when the going get's really tough. As in other Lucasfilm games you'll need various objects from one level or section of a cave to successfully get through to the next level of the game.

These four games taken together are a high water mark for Atari computer games. The playability and high quality of graphics and sound are of the highest quality. The couple of bugs found in Koronis Rift only slightly detract from the overall enjoyment you can have playing these four games.

The games can be purchased locally at HORIZON COMPUTERS or custom ordered through C&V Software. The original retail price was $39.95, currently they can be purchased for about $15.00 each. I also noticed in the Sept Antic,(WOW and this is July?,what lead time!) that Software Discounters of America, (1-800-225-7639) have all four titles on special for $9.88 each, as if that wasn't enough, buy three and get the forth one FREE! How can you miss?

The Print Shop Companion
by Charles Brown

In this article I will review a utility program for The Print Shop. It is called The Print Shop Companion. This program contains several useful utilities for the main Print Shop program. It also has some extra pictures, fonts, and borders for you to use with The Print Shop.

When you first use the Companion disk, you must let your Print Shop disk know that you will be using the features added by The Print Shop Companion. This is accomplished in the set-up routine. The instruction manual just tells you to follow the on-screen prompts to do this set-up. When finished, the new set-up data will be saved to your Print Shop disk and copied to your Companion disk. The Print Shop disk will now recognize the Companion disk. You should put a write protect tab on both your Print Shop and Companion disks.

Like The Print Shop, the Companion disk can be used with either the Joystick, the Koala Pad or the Atari Touch Tablet. The Print Shop Companion has several new features. You access them from the main menu, just as in The Print Shop.

The first selection is the Graphic Editor. I feel that this editor is much better than the one provided with The Print Shop program. It has many more features, such as: a selection of 17 patterns that you can use to fill in different areas of your picture; different "mirror image" effects (as in Atari Artist); flipping of the graphic both horizontally and vertically; a negative feature, which creates an inverse of the graphic. This editor even automatically draws circles, boxes, and ovals for you. I feel that this editor is very useful, and that you will find it to be very helpful.

The next selection from the menu is the Border Editor. You can use it to modify one or more of the 50 borders provided on this disk. You can even load in and modify the borders from the main Print Shop disk, or you can use it to create your very own borders. When this feature is loaded, you will have three different editing boxes. The first box is used to edit the four corners of the border. The second box is used to edit the top and bottom parts of the border, while the third box is used for the sides of the border. This editor uses many of the same features as the graphic editor. With the three editing boxes and all the editing tools, you can really be creative with your borders.

The next feature is a Font Editor. You can use it to modify any of The Print Shop's eight fonts. An additional twelve fonts are provided on the Companion disk as well. You can even create your own. I haven't really tried this one out, so can't comment on its usefulness. I am sure it has the same features as many of the other font editors you've seen.

The next feature chosen from the main menu is Tile Magic. This feature is very similar to the kaleidoscopes from the screen magic part of The Print Shop. You can browse through the different patterns that are provided. When you see one that you like, you simply hit a key to freeze it on the screen. Then, you can save the pattern to a data disk, or you can go to the graphic editor to modify it. You can use it to create a whole lot of different things for your creations.

The next feature chosen from the main menu is a Creature Maker. In this part you have a choice of different zany creatures to start with. You can change the three parts of a creatures body. They are the Head, the Middle and the Feet. You can exchange all of these parts at will. Once you have made your own creature, you can save it to disk as a graphic, or you can go to the graphic editor and modify it even more. (My kids love this part of the program! - Ed.)

The last selection from the main menu is the Calendar Maker. You can use this mode to create and print out your very own calendars. You can either make a weekly or monthly calendar. You can put graphics on it. You can use different fonts on it for unique effects. A very nice feature is that you can put your own messages in the daily spots on the calendar; you can put in things like birthdays, anniversaries, appointments or anything you want to remind yourself of. This way, it will be already printed when you do the whole calendar. This is nice for people like me who have poor hand writing (or people like me with poor memories! - Ed.). After you have made your calendar, you can print it or save it to disk. It is nice to save it, and then load it back in later to either print or revise it.

As you can see, The Print Shop Companion is a very powerful utility for the main Print Shop program. If you really want to create your own Print Shop icons, I feel that the graphic editor on the Companion disk is far superior to the one on the Print Shop disk. If you are serious about using the The Print Shop program, I'm certain that you will find the Companion disk very helpful.

Minutes of the July 1987 Starfleet Meeting

by Gary Skinner

Scott started the meeting off around 10 after 7 with only about 20 people attending. But do you believe that ALL of the officers were there? Not only is this the first time in quite a while that we have had a full slate of officers but they were all at one meeting.

Next month will be a library access night - Bring your disks. There will also be a dueling drive demo - Happy vs. Doubler. Come and judge for yourself.

Scott had several disks for exchange for donation. We now are getting the disk versions of Antic and Analog. But you must bring a copy of the magazine that you want the disk for (or proof of subscription). The treasurer reported that we have more than $600 in our account. So why not have a picnic? Planned for August 23, at 10AM. Come to the next meeting to be counted in for food and find out the exact location.

Question: what do YOU think are the best public domain programs in our library? Tell Orrin, he wants to get together a "best of" disk to sell to interested people.

On to the DEMOs:

Hampack written by Richard Meyers - learn morse code, get a novice HAM license.

Video Vegas - play the Slots, Keno, Blackjack, or Poker. Pretty good simulation. Scott won a few bucks, and LeRoy lost a few.

And that was that meeting, See YOU next month.

STig MEETING FOR JULY 21, 1987 by LOUIS MENDOZA

For those persons who have played Silent Service, I am sure you know the feeling of frustration when your sub is sunk and the screen starts to scroll up on the view of the command deck. I am sure that Ed Fason felt that way when he attempted to load a disk and found that his disk drive had once again been sunk and had begun to scroll up. Ed knew his disk drive had been depth charged some where between his home and the Hampden Library but his sonar never showed a blip. The time he had spent arranging the program for the evening was not totally wasted because drive or no, the meeting must go on and although we did lack in graphics, we did not lack in material or information.

Our first speaker of the evening was that king of the software business Phil Michaelson, the following are short descriptions of the programs he brought to the meeting and their retail prices.

*****There is now an I.B.M. Emulator that really works, it's called P.C. Ditto and allows approximately 80 to 85 percent of software to be run on an ST at 4/5 the speed of the I.B.M. It will support a hard drive, requires a color monitor, has 8bit quality graphics and can read or write to a I.B.M. formatted disk. A word to those who only have one drive, most programs for the I.B.M. are written for a 2 drive system and although the program does give you instructions on when to change disks, it can lead to a lot of disk swapping. The retail price of this program is $89.95.

*****The GUILD OF THIEVES is now available and is being put out by those same people who gave you the PAWN. It is said to be a very good game for those who are into the text adventure w/graphics. The suggested retail on this is $44.95.

*****Atari is putting out some very serious educational programs, the one Phil brought over was Chemistry Vol. I. They are being sold almost as fast as they come in so if you are interested give Phil a call. These programs retail between $17.95 and 24.95.

*****Phil did mention that he has True Basic, it has the capability to run any program, from any computer, that has been written using this language. Retail is $79.95

*****Last but not least, we have LAND of the LOUNGE LIZARDS it is rated as a PG to a soft R type of program, so you take it from there and it retails for, $49.95

*****BRIDGE 5.0 is now out and play's a fair game. It has been heavily beta tested and is currently being converted to run on the 8 bit machines, it retails for $34.95

RUMORS:

INDUS IS COMING OUT WITH A DOUBLE SIDED DRIVE FOR THE ST THAT WILL COST LESS THEN THE SF314.

The Mega ST's were shipped, 1 was shipped to London and a half dozen were shipped to the United States. It is rumored that they will not be put into production at this time because of the current price of the chips in the market.

NEWS WORTHY ITEMS:

The author of the PD programs MONOPOLY, WHEEL OF FORTUNE and MILBORNE has requested that all BBS's, computer club libraries and individuals please remove these programs from their disks. He has been taken to court and charged with copy right infringement. It never fails to amaze me how these large companies can go after the little guy who has improved their product or introduced it into a new environment that they have no intention of entering or that they wish to enter with the idea of the person they are taking to court. I for one have bought my last game from these companies and what I have expressed here is my own opinion and not that of the STig. If you or anyone out there has an opinion dealing with a subject that effects you or those around you, don't just sit and stew, it's time those people and companies realize that they are dealing with more than just a wallet or a credit card. Again, this is my own opinion and not that of the STig.

Wheewww....got that off my chest.

RUNNING BOARD:

HEY GUY'S, IT'S UP AND RUNNING AGAIN!!!!!!

Thats right the Running Board has gotten it all together again. It not only has all the stuff that everyone calls the boards for, now it even has the STig meeting minutes. So if for some reason your news letter is late in getting to you or it's lost in the mail, you can still get the STig news off the running board.

For those who are having trouble running the ARC utility, we now can give you some needed help on the Running Board. All you need to do is down load the text that will explain it to you or you can get some direct help from Chris just by leaving him a message with your question or questions.

Chris has also given high marks to the Flash card sold by Antic. He recommends it to anyone using the Flash modem program. Next month Chris promises to give the review on D COPY, which he was unable to give this month because of the disk drive problems. The meeting shows signs of being of interest to almost everyone and you should make plans to attend and as always you'll walk away with information that you can put to use. Until then I'll try to put my mind on a more positive level and not allow it to drop to that point where I'm no better then those companies I wrote of earlier. Till then.....

BYE

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ST NEW PRODUCTS

BY GREGG PEARLMAN, ANTIC ASSISTANT EDITOR

PIRACY ON THE HIGH SEAS

Yo ho ho -- Pirates of the Barbary Coast puts you on a trading frigate in the late 18th century. You're the captain, and you're searching for the ruthless Bloodthroat -- who has your daughter in his oily grasp. In order to raise the ransom and rescue her, you must trade in the various Barbary Coast seaport towns. Along the way, you also might find buried treasure on one of four possible islands. The only thing missing is a bottle of rum and a parrot shrieking "Pieces of eight!"

$24.95. TDC Distributors Inc.
/Starsoft Development,
3331 Bartlett Blvd.,
Orlando, FL 32811.
(305) 423-1987.

FROM KASPAROV TO SARGON

Chessmaster 2000, with more than 71,000 opening positions, contains the largest opening move library available for a computer chess game. The game provides 12 levels of play, teach and hint modes, and the ability to retract moves -- all the way back to the beginning of the game.

The Chessmaster 2000 library contains 100 famous games, such as the Kasparov/Karpov championships or even the Chessmaster 2000 vs. Sargon III battle of 1986.

$44.95. Electronic Arts,
1820 Gateway Drive,
San Mateo, CA 94404.
(415)571-7171.

THREE FROM REEVE

The ASCII- and DEGAS-compatible News Station ST ($34.95) features text entry and graphics modes, clip art, an undo command and adjustable margins and line spacing. Disk Master ($29.95) features a powerful sector editor, backup utility, custom formatter and a graphics display that shows you exactly what your disk drive sees. Finally, colorful graphics and realistic action on a 3-D ice rink is what you can expect in World Class Hockey ($29.95).

Reeve Software,
29W150 Old Farm Lane,
Warrenville, IL 60555.
(312) 393-2317.

A MILLION FROM MICHTRON

GFA Draft ($99.50), a two-dimensional CAD program, makes it easy to create circuits, scaled drawings and detailed plans. You can have 255 drawing layers (and display up to 10 at once) and two styles of variable sized/directioned text, or print or plot in different colors and densities. Other features include Measure, Enlarge, Reduce and Rotate commands.

MichTron's TRIMbase ($150) data management system lets you handle large amounts of data, enter names, addresses, personal or business details, and generate custom reports, both as tables and as free text. The program also provides special relational functions for cross-file interactions: condense, break up, merge, subtract and join files.

In Journey to the Lair, adapted from the arcade game Dragon's Lair, you'll help Dirk the Daring try to save Princess Daphne. The Dragon's Lair disk is $29.95, as is the video laser cable, but the entire package costs $49.95.

Karate Kid II ($39.95), based on the film, pits Daniel against increasingly powerful opponents. Features include one- or two-player options, a MIDI-compatible soundtrack, joystick or keyboard options and realistic sound effects. Four dozen trivia cards -- half with questions, half with answers --are displayed face down on the desktop.

You have to flip over two cards at a time trying to find the Perfect Match (39.95). The game features eleven categories, from sports to showbiz. You can even make your own categories and questions.

If you think about it, what else could R.A.I.D. ($39.95) be but a progam debugger? Features include a mini-assembler/disassembler, full screen editing capability, tracer options, copy, fill and move block commands, breakpoints you can reset and two screen displays to keep program and debugging activity isolated.

Shuttle II ($39.95) is -- what else? a space shuttle simulator. Control the shuttle while docking an orbiting satellite. Maneuver the astronaut while he makes repairs and takes the satellite back to the shuttle for further inspection, then fly the shuttle back to Earth and land.

Match Point ($39.95) simulates every aspect of tennis with accurate graphics and scoring, as well as a 3-D playing screen. With three levels of play, Match Point features a stadium full of fans, line judges, a score board -- even ball boys. Use your mouse, joystick or keyboard to play.

Perhaps the most exciting new MichTron product is the Realtizer digitizer ($199.95 -- originally the Print-Technik Video Digitizer), which allows color and 16-gray-level images and lets you load and save pictures in NEOchrome and DEGAS formats.

When you're done with all these products, organize them with Super Directory ($39.95), which reads your disk directories, recording their files, lengths and other attributes. Add personal comments and categories, sort, display and print organized directoy lists. A disk library can hold 9,000 entries.

MichTron,
576 South Telegraph,
Pontiac, MI 48053.
(313) 334-5700.

MUSIC SEQUENCER

MIDIsoft Studio, a flexible, easy-to-use line between the ST and any MIDI-equipped instrument, features fast real-time record, playback, overdub, rewind and fast-forward. It has 32 independently controlled polyphonic tracks and a capacity of more than 80,000 notes per song, and you can record or play from any point in the piece using autolocate.

$99. Passport Designs, Inc.
625 Miramontes Street,
Suite 103,
Half Moon Bay, CA 94019.
(415) 726-0280.

CHILL, THEN SERVE WITH SILICON CHIPS

FTL's Micro Cookbook has hundreds of recipes and a complete cooking database program that can search and retrieve recipes by ingredient, category and more. The program can give suggestions for letovers or new entrees, and you can add your own recipes. Features include menu planning, portion sizing, calorie control and automatic preparation of shopping lists.

$49.95. FTL,
6160 Lusk Blvd.,
C-206,
San Diego, CA 92121.

(619) 453-5711.

GRAPHIC ARTIST 1.52

The new version of Graphic Artist provides a print queue and includes more printer and plotter drivers, as well as improved driver editors that let you support virtually any dot-matrix printer (including 24-pin printers, but excluding color printers printing in multiple colors), laser printers (except Postscript) and plotters.

Also, the last mouse coordinates typed are displayed when new coordinates are typed in. Other features include improved pathname syntax checking, printing tips and more precise text margin alignments.

$199.95. Progressive Computer Applications, Inc.,
2002 McAuliffe Drive,
Rockville, MD 20851.
(301) 340-8398.

THREE CLASSIC COURSES

The Famous Course Disk: Volume II features three of the most difficult courses in the world: Turnberry in Scotland, the Inerness Club in Ohio and Harbour Town in South Carolina, for use with Accolade's Mean 18 golf simulation.

$19.95. Accolade,
20833 Stevens Creek Boulevard,
Cupertino, CA 95014.
(408) 446-5757.

Software Review
The Writer's Tool
by Dr. Warren G. Lieuallen
reprinted from Fuji Facts
the newsletter of the Atari Computer Enthusiasts of Columbus

The Writer's Tool, by OSS, Inc. is one of the newer word processors available for the 8-bit Atari computers, and luckily is also one of the better ones. The program is supplied in two parts, a ROM cartridge and a floppy disk, and also includes exhaustive documentation (tutorial, reference guide, and a quick reference card), bound in a classy yellow binder.

The Writer's Tool functions through a variety of menu and sub-menu systems, which include Search, Disk I/O, Print, and several External Functions. Many of these system menus are very easy to use, and contain important information about the program and the text file being edited, such as number of words, total length in bytes, cursor location, printing format values, etc.

When booted on an unmodified Atari 800 XL, the program leaves 23,219 free bytes in RAM. This is the equivalent of nearly 15.5 double-spaced pages. Text entry is very similar to any word processor program--you simply enter the text from the keyboard, and let the computer worry about margins, spacing and the like. Both "typeover" and "insert" text entry modes are supported, with different cursors so each can be easily distinguished. Numerous text formatting commands are available, such as: automatic line centering, hard spaces and soft hyphens, headers and footers, margin justification, etc. Other printer specific features include: italics, bold-face, underlining, double-width printing, sub- and super-scripts, and more. One nice feature is the inclusion of "triple-printing" for sub- and superscripts, in which the characters are printed full size, and either lowered or raised one-half line. This may not sound like much, but no other program that I am aware of does it, and it really does look nice on the printed page.

Many of The Writer's Tool's printing commands take some getting used to, as they are distinctly different from other word processors you may be familiar with. This is not necessarily bad, just different. First of all, there is no direct way to control the top and bottom margins; headers and footers containing blank lines must be used to leave some "white space". Secondly, The Writer's Tool will begin and end printing wherever the printer happens to be on the page; page ejects must always be forced at the end of the document, and the paper alignment is slightly more crucial at the start of a document. However, these differences are quickly accomodated (and will not be noticed at all if The Writer's Tool is your first word processor), and should not hamper anyone in the use of this program.

Perhaps more importantly, the print preview function is present, but somewhat limited. Activated by a command from the Print System menu, only the left 38 columns are visible, with no screen scrolling available. While still useful to judge placement of material on the printed page, this feature is more limited than in other programs.

Although not mentioned in the documentation, an added bonus is the ability to include graphics within the body of your text. With a special "link-printing" command, any file(s) with the extender ".GGG" will be included byte-for-byte as graphics data, if your printer can handle it. Although not included with my copy of the program, a graphics driver to convert graphic files from Koala Pad,

Touch Tablet, B/GRAPH, etc. is now available from OSS. Unlike some other programs, by including one byte to tell The Writer's Tool the size of your graphic, the page formatting will not be disturbed, and multiple graphics may be included anywhere within your text, with no additional modifications required!

One of the External Functions available is the spelling checker. This feature alone make The Writer's Tool a stand-out word processor. The spelling checker, which includes a 20,000 word dictionary, is one of the slickest I've seen. It begins by first alphabetizing your text file, and then searches through the dictionary. This process eliminates looking up repetitions of the same word, and greatly decreases the amount of disk access, since everything is alphabetized. Many options are available to add to the dictionary by creating your own personalized dictionary, mostly through a separate External Function called, appropriately enough, Dictionary Management.

A "Mail-Merge" feature is also available, which accesses the mini-Data Base included with The Writer's Tool! Multiple fields and records are easily created and edited to serve a variety of needs.

There are still lots of features to The Writer's Tool--this is one of the more powerful word processors available for the Atari Computer Systems. If anyone missed the demonstration at the February meeting, or would simply like more information, just contact me. I'd be happy to discuss The Writer's Tool at length, and can certainly have a complete demo at a SIG meeting sometime.

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WORLD OF ATARI FAIRE
SANTA CLARA SHOW DEBUTS -
"FINALIZED" ATARI LASER PRINTER
- NEAR-BETA WORD PERFECT...& MORE
BY NAT FRIEDLAND, ANTIC EDITOR
6/21/87

With all the other Atari Fairs that took place during the past 12 months and the huge Consumer Electronics Show just three weeks ago, it was surprising to find so much new to see last weekend during the hastily-organized World of Atari Faire at the year-old Santa Clara Convention Center

But several unfamiliar companies with impressive ST software made their Atari Fair debuts last weekend. And a near-production version of the Atari SLM804 laser printer had its first public showing. This report concentrates on products that have not been reported on previously.

The Atari laser printer is smaller and lighter than most current models, but seems just about as fast and sharp. It was operating in Diablo 630 emulation with a 4Mb Mega ST running a pre-release version of the Microsoft Write word processor with a WYSIWYG display. The laser controller board is in a modem-sized box cabled between the ST's high-speed Direct Memory Access (DMA) port and the printer. This controller box also has a second DMA port for connecting a hard disk.

This 300 dots-per-inch printer supports Atari's GDOS (which automatically uses the highest resolution available to a printing device). We picked up a selection of the sharp graphics and muli-font printouts that the Atari SLM804 kept churning out throughout the day. Late summer or September is the current estimated market arrival for the Atari Desktop Publishing System.

At a neighboring booth, Word Perfect was showing a near-beta version of the forthcoming ST edition of its bestselling word processor. The GEM-based software, due in September, looked extremely fast and powerful. It will list at $395 but is often discounted by more than 50% in the IBM version. The WP rep said that the company is working closely with Publishing Partner's developers to assure immediate desktop publishing compatibility for the word processor.

Programmers will love Omniware's new Edit/Booster, an ST text editor that also generates GEM code by mouse. Select "Draw A Circle" from a drop-down menu and the GEM code apppears in your program. The version currently on sale just works with C, but updates for GFA BASIC, Personal Pascal and Modula-2 are promised soon. Omniware, based in Bellevue, Washington also showed a desk accessory controller for the widely used Hewlett-Packard Laserjet printer and an H-P terminal emulator.

Iliad Software of Orem, Utah, another new entry, showed a powerful, user-friendly CAD/drawing program, Athena II, selling for $99.95. Athena requires a 1Mb ST, but functions in either color or monochrome. Coming soon is a circuit-testing simulation program called Circuit Maker. The company was also showing a multiuser, multitasking operating system, PDOS, which is similar to the system used on 68000-based VME workstations.

A wide-ranging product line of specialized business applications for the ST was shown by Hi-Tech Advisors of Winter Haven, Florida. Their $199 titles included Church Manager, Service Station Manager, Video Store Manager, Inventory Pro and Sales Pro Plus. Mail Pro handles custom mailing lists and form letters for just $69. SBT of Sausalito, California kicked off a line of dBASE III business accounting modules based on the ST's dBMAN clone.

Beckemeyer Development Tools of Oakland, California showed their latest addition, a touch-screen restaurant menu system. The demonstration model for a'Chinese restaurant was almost frighteningly complete and efficient.

Two image scanners were shown at the fair. Navarone, of Sonora, California had a $1,239 ST system including the Canon IX-12 scanner. The simpler $99.95 IMG Scan from Seymor-Radix of Irving, TX used a small box that tapes to the print head of any dot matrix printer that supports graphics.

Old-timer Lou Schwing of Astra Systems was gleefully demonstrating the ruggedness of his HD+ unit which combines an 20Mb hard disk and a double-sided ST 3.5" disk. The HD+ was notably cool and even kept operating as he waved it in the air and laid it on its side. DeskCart, a $99.95 cartridge from Quantum Micro of Liverpool, New York is a real-time clock/calendar with a full set of Sidekick-type desk accessories including a filer, calculator, address book, notebook, macros, RAMdisk driver and other utilities. The cartridge format is claimed to save memory and operate faster.

The World of Atari was busy and profitable for most exhibitors throughout its Friday-Saturday run. The thriving Antic booth was showing upcoming ST graphics software from The Catalog -- Cyber Paint, a paint program that creates images for animation with Cybermate, and Spectrum 512, a smooth-lined, ultra-clear paint program that can display all the ST's 512 colors simultaneously.

ATARI CLUB OF DENVER

JULY MONTHLY MINUTES
by Tommy E Thomas II

NIGHTMARE ON ALAMEDA STREET

I knew I was in deep snowflakes the moment I stepped into the room. Not only had I stepped into the wrong meeting room but t Mafia hit men... Not even a Commadore users group meeting... It was worse than all of the above put together... (At least for me!)... It was....(Insert drum roll and gasp!)... A convention of... (Insert cymbal crash)... Irate english teachers! On their blackboard was a wanted poster. It had my picture on it using a chainsaw on a stack of literary classics. The poster said: "WANTED DEAD OR ALIVE! For crimes against the english language, grammar, literature, and good taste." As I was running for my life a hard bound copy of Webster's Dictionary slammed into my back and sent me sprawling. The last thing I remembered before blacking out was, "Nice shot Martha!" "Oh, it was nothing, got the skill as a result of throwing all those erasers at students over the years." "That's nothing. Why I could of..."(Fade to black... PLEASE!) (Insert dream like state and endless echo effects) "...Mugged by little old school teachers.... Horrible! .... Will he live?... God, how could they do such a ghastly...(Insert long ride down a brightly lit hallway).... DR. WACKO, DR. WACKO. Please report to the Emergency Room... DISK DOCTOR to the O.R. Stat!... Look what they did to his disk drive... Will he ever be able to format again doctor?... Bring that SCANALYZER and DETECTOR over here... CARDIAC ARREST!... UNDELETE... CUT AND PASTE... Get that FONT EDITOR over here... PROTECTOR, write protection tabs, TRANSLATOR... Ah, there's the problem...No DOS and a PIRATES TREASURE CHEST... MASHER, BOOTLEGGER... A SKUNK and two CHIPMUNKS!??... SCRUNCHER,... He'll need a SHRINK..." (Fade back to black)

I regained senses slowly, through the faze of pain killers, just in time to see my favorite soap opera, "The Edge of Atari." More of my favorites soon followed: "As the Fuji turns, The Young and the Upgraded, and Generated Hospital. Game shows like: POWER WITHOUT THE PRICE, Wheel of Torture, and CODEBUSTERS. As I was letting my channel changer do the walking through the boob tube selections, a program caught my one good eye. It was the monthly meeting of The Atari Club of Denver. It Looked like a combination of game show, soap opera, and documentary all rolled up in one. Speaking was the punster of chaos himself, Mr. Chester Cox. He asked that all persons who had taken a Cro Research Disk Key home for a test drive, to please complete a survey of that item. He also announced that very soon that the B.I.G. (Basic Interest Group) would meet as soon as all logistical problems were solved. He also punned that the Happy version 7.1 was out and available. (He got his! Why are the rest of us so slow in getting ours?) This Happy version would allow any Atari DOS text file to be transferred to an already formated by IBM (YUCK) disk. It was also brought up that maybe a set of BY-LAWS should either be found or created to bring some order to the chaos surrounding The Atari Club of Denver. (Where are you Pat Clifford, when we need you?)

Scott Anderson, from the Starfleet Users Group, stated that his group is planning a potluck picnic tentatively set for the 23rd of August 1987. We were asked if we would like to make it a joint group effort and he would welcome any comments and help in planning this great adventure. Then chaosm struck! Let the swap meet begin. The Atari Club of Denver put on the auction block an Atari 800 Computer system and an Indus disk drive. They went for $25 and $60 respectfully. (You know this has to be a dream at those prices!) Then the general public began to sell and swap disks, hardware, cassettes, cartridges and printers that had come out from dusty closets and moldy basements in the hope of being sold to someone who could better enjoy their full potentials.

Tory "The Cowboy Hat" Sebring form Cro Research handed out five copies of a 1986 Antic Magazine catalog disks with the understanding that the attached survey would be completed and returned to him. Due to the long drive to Aurora Tory has chosen Geraldine Strong to be his representative here.

Just as another commercial for sanitation napkins was beginning, a nurse, who looked like the Green Bay Packer's front line, came in to give me a pain shot. Look at that NEEDLE! It looks like a control-S graphic! Stay away, STAY AWAY!... RUN AWAY!... HELP!....

Public Warning: Be on the look out for a large man in a white hospital gown. (You know the kind with the back open to the air...) He should be considered extremely strange, weird, and very dangerous to all english using persons. Last seen headed for the Aurora Public Library for yet another Atari Club of Denver meeting. The man was ranting and raving about control keys, english teachers, and screaming, "POWER WITHOUT THE PRICE!"

*** NOTE: The next Atari Club of Denver meeting will be held in meeting rooms 1A and 1B next month instead of the normally scheduled room. (Hope I can find it!! Atari! Atari! ATARI!.....")

TYPESETTER

by Charles Brown

In this review, I will discuss the Typesetter program. It is put out by XLEnt Software. Like it's competition, The Print Shop, Typesetter is a program used to print your creative art work on paper.

There are actually two versions of this program provided. One is on each side of the disk. The front side has Typesetter 130, which is used by those who own the Atari 130 XE computers. The back side is Typesetter 65, for the people who don't own the 130 XE. The 130 side has some additional features, and allows for a larger main text editor screen.

To use Typesetter, you don't have to go through any set-up procedures like you do with The Print Shop. I'm not certain what limitations there are as to hardware requirements. Both Epson (and Star) and ProWriter printers are supported.

When you first boot up the program, you are given a menu with 3 choices. They are: Text Editor, Sketch Pad and Print Options. They are easily chosen using the select and start keys on your computer.

The first selection from the main menu is the Text Editor. It is used for doing the text work on your creation. In this mode you are actually working on the main screen. The main screen is where your final creation will be seen. This is the actual image that you will print out on paper. In Typesetter, you can see the entire graphic image, but through a "Window" (similar to 80 column preview on our 40 column screen).

This editor has a lot of different useful features. You can choose from many different fonts provided, as well as using any other standard Atari .FNT file. You can also easily access the graphics font, the control character font (the characters created when normally pressing the control key and hitting the desired letter key) and the international fonts (for those who have the proper computers).

There are several page moving commands for precise placement. You can even move 1/8th of a column left or right. You can also change the sizes of the characters. You have a choice of 8 character heights. You also have a choice of 4 character widths. I have found these useful when working with character fonts and making certain designs.

You also have a choice of printing the characters in different directions. This would be useful if you want to print characters down the boundary of the page. You even can have the computer type your characters in a straight row up and down. This can be done without hitting the return key. This would be useful in creating borders, or typing in a straight row up or down the page. There are several other commands that you can use to create your layout. The 130 XE version of Typesetter has even more commands. Some of them are the ability to italicize, and automatically switch from one half of the page to the other.

The next feature chosen from the main menu is the Sketch Pad. This is where you can do your graphic work. Before explaining it, I must remind you that the editor works on the main page itself. That means what you see in the editor mode is the actual finished screen. In the sketch pad mode you will be working on a separate sketch pad screen. When you get finished with your creation, you then transfer it to the main screen.

Like Print Shop, Typesetter lets you have a choice of drawing tools: Joystick, Koala Pad or the Atari Touch Tablet. The sketch pad has several functions to help you make your art work. These include six different fill choices. You also have three different choices of brush widths. The sketch pad will also automatically make circles and disks for you. I find it to be very useful, as I am not very good at circles and disks.

There is a small menu on the top of the sketch pad page. You use it by moving your cursor under the desired selection. The cursor will change into a "¬" shape. You then just push the button on the joystick or drawing pad to make your selection. As I said before, you must transfer your art work from the sketch pad to the main screen. You can even go in the opposite direction; you can transfer things from the main screen to the sketch pad. This would be helpful if you want to modify an existing area of the screen. Very fine detail is possible using this combination.. To transfer your art work to the main screen you just have a few simple steps. With your art work on the screen in the sketch pad mode, you move your cursor under the word Sketch in the menu. You then push your button on your drawing tool. This will switch you to the main screen. You then use the arrow keys to scroll the main screen around to where you want your art work, move your cursor under the word Main in the menu, and then push the button on your drawing tool. This sends you back to the sketch pad. You then hold down both the shift and control keys while hitting either the P or O key. This will move your art work to the desired position on the main screen. I have found that it is hard to position your art work on an empty main screen, especially if you want to put it in a corner. I seem to have trouble knowing if I am at the end of the page.

I have found the instructions on the sketch pad use to be very limited. They could have spent more time showing you how to use it. People have told me that Typesetter is very complicated. More detailed documentation would have been welcome.

The third and last function selected from the main menu is the Print Options. This is where the art work on the main screen gets put on paper. When using this mode you first have to tell the program what type of printer you are using. After finishing that, you will then select which way you want your page printed. You have three choices.

The first one is vertical full height. This will print your creation straight up and down and take the full page. The second is vertical half height. This will also print your creation straight up and down, but instead of taking up a whole page it will print it using only half the page. This way you can have your creation printed twice on one piece of paper. Or you can print two different pages on one piece of paper for more unique effects (just look at the back of this newsletter - Ed.). The third choice is horizontal full height. This will print your main screen sideways on the paper and take up the whole page. I seem to like the horizontal better. It seemed to me that the vertical full height made my images too skinny. Perhaps it is just my eyes playing tricks on me.

I hope from this review you will know a little about what Typesetter is all about. While it does not have all the user-friendly features that something like Print Shop has, it does do things that Print Shop can't. For one thing, you can save the main screen to a disk file for future use. This way you can load it in later to modify or print it again; you don't have to go through all the trouble of laying out your main screen again. Also you can put more than one picture on the main screen to be printed. You can have as many different pictures on the main screen as the size permits. I feel that this makes Typesetter very flexible and creative. I hope that from my review you can draw your own opinions and make your own choices on what is right for you.